

What is claimed as new and desired to be protected by Letter Patent is set forth in particular in appended claims:

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**Claims 1-10 (canceled)**

5 **Claim 11 (currently amended):** A method of playing a historical war game with flat soldiers for at least two players, representing opposing sides, which is conducted on a smooth flat surface, bounded by an imaginary line representing the edge of the battlefield, with a set of flats game pieces (units) which represent figures of warriors, war animals, standards, military equipment and armaments, fortifications and ~~siege weapons~~,  
10 and models of projectiles, corresponding to a certain historical period, a ruler, a support for imitation of shooting, topographical maps and standard playing dice, said method of controlled with rules for administering a battle and rules for evaluation of military actions, which consider equipment, weapons and configuration of detachments, intervals of unit ~~movement~~ displacement, radii of damage delivery by projectiles, efficiency of  
15 attack and defense for different types of units, fitting with a certain historical period, which contains the following steps:

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- a. agreement between players upon time and place of a battle, composition of the armies, definition of the purpose of the battle and determination of the initial positioning of detachments with a help of included topographical maps;
  - b. marking a line on said smooth flat surface, that signifies the edge of the battlefield;
  - c. announcement of the starting position of each detachment by the opposing players;

d. placement of said game pieces by said opposing players on said smooth playing flat surface within the boundary of the battlefield, according to the disposition of their detachments, while those detachments that are considered as reserve are placed outside said boundary of the battlefield;

5 e. determination of the side making the first move with draw;

f. conducting moves one side after another, each move consisting of:

□ announcement of all military action, such as shooting and movement that is to be conducted during this turn;

10 □ shooting by placing said models of projectiles onto said support for imitation of shooting, placing said support on top of the units considered to be shooting, and making a shot with a click of a finger, shooting being conducted according to said rules for administering a battle, accounting for the fact that if the figure of a unit gets within the damage zone of a given type of projectile, that unit is damaged and is dismissed from the battlefield;

15 □ movement of the chosen detachments within the limits of said intervals of unit displacements, according to said rules for administering a battle;

20 □ hand-to-hand combat, if it is plausible for a given historical period and if, as a result of displacement, when units of a detachment came into direct contact with units of an opposing detachment, according to said rules for administering a battle;

□ evaluation of military action results depending on relational losses of each detachment after each side had a right of turn, counted at the time and in a manner described in said rules for evaluation of military actions;

g. agreement to conduct negotiations to end all military action if one side has lost part of its army, agreed on beforehand, in this case the side which lost more units is considered to be the losing side.

h. end of war as a collection of battles if one of the sides has lost its capital, or a part of territory, or part of its army, as agreed for at the beginning of the war, in this case said side is considered to be the losing side.

10 **Claim 12 - 19 (previously presented)**

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